1985 CATALOG

MAKE HISTORY

ADVENTURE FORTH

ENCAGE YOUR BRAIN

GO FOR THE LONG BALL

AH GAMES OF STRATEGY

microcomputer games®

A DIVISION OF THE AVALON HILL GAME COMPANY

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COMPUTER STRATEGY GAMES

Always the trend setter, rather than follower, The Avalon Hill Game Company has an unmatched reputation for consistent quality and award winning games in the often erratic world of game makers. From our humble origins (1958) with just one title, today The Avalon Hill Game Company manufactures over two hundred Strategy, Sports Illustrated, Leisure Time board, Microcomputer, and Video games to the delight of armchair generals, would-be quarterbacks and other miscellaneous role-players the world over.

Even today, The Avalon Hill Game Company's game designers strive to give customers a product with staying power as opposed to one that is played just a few times only to be retired to a dust-collecting closet shelf. As a rule, the level of enjoyment derived from an Avalon Hill game is proportionate to the level of thought put into YOUR game playing strategies and tactics. Small wonder we are often referred to as "The thinking man's gamemaker."

GAME PROFILES . . .

Every strategy game has been rated for complexity and all games include additional information such as the number of players possible and average playing time. However, these ratings can be deceiving. We don't want the new, potential Microcomputer gamer to be turned off after trying just one game. There is something for everyone here. It's just a matter of finding the right thing for you.

Complexity ratings of one to three are introductory level games. Ratings of four to six are intermediate levels, and ratings of seven to ten are the advanced levels. Many games have more than one level in the game itself, having a basic game and one or more advanced games, whether in the form of scenarios or different play derivations. In fact, many permit players to re-create any hypothetical or historical action of the type covered by the game. In other words, the advance up the complexity scale can be accomplished within the game.

Part of the microcomputer's allure is the availability of an opponent upon demand. Most of our games incorporate a solitaire feature, and many permit multi-player participation. Generally, the more players, the longer the game. The playing times estimated after each game takes for granted that the player(s) have familiarized themselves with the game's mechanics.

The following pages display our full line of THE AVALON HILL GAME COMPANY'S MICROCOMPUTER GAMES categorized by subject. It's easy to read and hard to put down without eyeballing a game you can't resist!

Call Toll-Free **1-800-638-9292** for ordering info. Ask for Operator I.

Prices vary from store to store. See our separate Games/Parts List for current retail pricing of all our products.

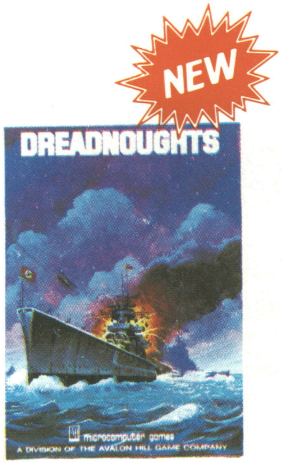
***NEW**

Joystick required.

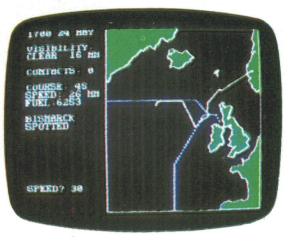
(5) Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

Apple, Atari, Commodore and VIC 20, IBM, Timex, TRS-80, TI99/4A and Heath/Zenith are registered trademark names for Apple Computers, Atari, Incorporated, Commodore Business Machines, International Business Machines, Timex Corporation, Tandy Corporation, Texas Instruments and Zenith Data Systems.

NEW STRATEGY WAR GAMES



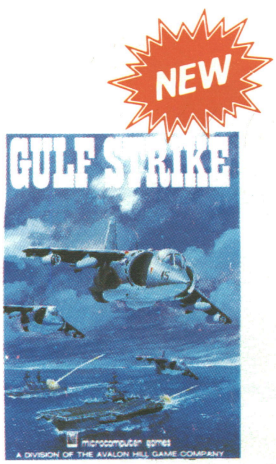
DREADNOUGHTS—Recreate ALL of the major naval action in the North Atlantic during the early years (1939-41) of the Second World War. Most of the major warships actually utilized by the British, German, and French navies are represented. We've even included some American warships. Playing the game on both strategic and tactical levels, one or two players create very realistic battle engagements where the most minute details are at their disposal. Nearly EVERYTHING is taken into account: gun sizes, range, ship armor, ship speed, radar, torpedoes, aircraft and much, much more.



Strategic Map Display

1 or 2 players. Playing time: 1½ hours. (7)

***Game No. 45552**—48K Diskette for Apple II Home Computers.



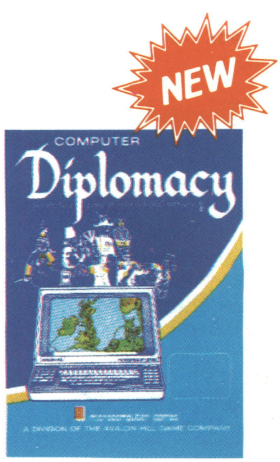
GULF STRIKE—Perhaps the world's most critical flashpoint, the Persian Gulf is an area fraught with ideological, economic, political, and military animosities where every flare-up carries the threat of global repercussions. **GULF STRIKE** allows one or two players to examine most every aspect of this complex region where the potential for superpower confrontation is imminent. This is a brigade-level simulation pitting Iran and the U.S.A. vs. Iraq and the U.S.S.R. complete with fine scrolling map and a unique way of handling unit stacks.

1 or 2 players. Playing time: 2 hours. (7)

***Game No. 44953**—48K Diskette for Atari Home Computers.

Joystick

Coming soon for Apple II and Commodore 64.



COMPUTER DIPLOMACY—*1984 Consumer Electronics Showcase Award for Outstanding Design.* The classic boardgame of political intrigue and persuasion goes computer! One to seven players prepare for The Great War as they attempt to spread their influence and power against a breathtaking graphical backdrop of early twentieth century Europe. The computer can be assigned to play any six of the seven major powers as if in political turmoil, so a "full game" is always possible.

1 to 7 players. Playing time: 4 hours. (3)

***Game No. 43054**—256K Diskette for IBM PC and most compatibles. Color graphics board required.

MORE HISTORICAL SIMULATIONS

PANZER-JAGD (German for "Tank Hunt")—A truly remarkable graphic game of armored combat on the Eastern Front of WWII. The year is 1943, the setting is the Russian Front. Your panzer units have been ordered to secure the left flank for a planned offensive, laced with ambush points. You are to seek out and eliminate all enemy units in the sector. You command an assault force consisting of 25 armored and infantry units with artillery support. Units surviving the initial encounter are available for the next battle (a new map is created).

"The real enjoyment of this game is realizing that there actually are strategies to use."—Powerplay Magazine

For 1 player. Playing time: 1 to 4 hours. (4)

Game No. 46601—Cassette for Commodore 64, 32K Atari 800 Computer.

Joystick

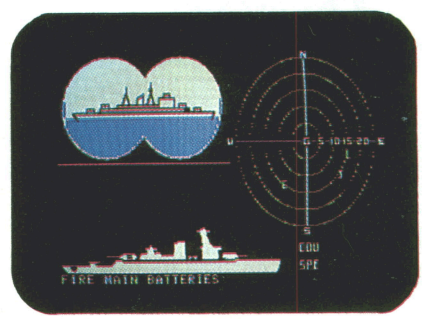
Game No. 46653—48K Diskette for Atari 800 Computer.
Game No. 46655—64K Diskette for Commodore 64.

Note: This program will not operate on Atari XL Computers.

UNDER SOUTHERN SKIES—They're fighting it all over again! The famous December, 1939 naval battle which took place off the River Plate between the K.M. Graf Spee and the H.M.S. Exeter, Ajax, and Achilles is recreated in this historical simulation. Tactical and strategic levels of naval warfare enhance game realism as the Graf Spee is hunted by 10 British battle groups, including two aircraft carriers. The game can be played between two players or solitaire where the computer plays the British Admiral. As captain of the Graf Spee your mission is to locate and sink merchant ships without being detected.

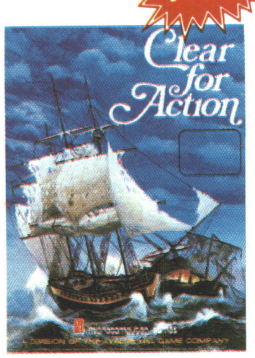
"USS is a versatile, interesting and challenging game."—Computer Gaming World.

1 or 2 players. Playing time: 1 hour. (4)

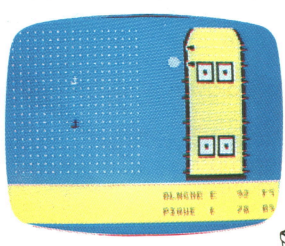


Game No. 44352—48K Diskette for Apple II Home Computers.

NEW



CLEAR FOR ACTION—You are the admiral in this highly detailed game of epic sea battles in the golden age of sailing ships. In **CLEAR FOR ACTION** you command up to five cannon-laden sailing vessels and attempt to out-sail and out-gun another opponent or your computer. Scores of famous fighting ships completely detailed, including the U.S.S. Constellation, H.M.S. Royal Sovereign and U.S.S. Constitution. Play one of the eleven scenarios, or design your own.

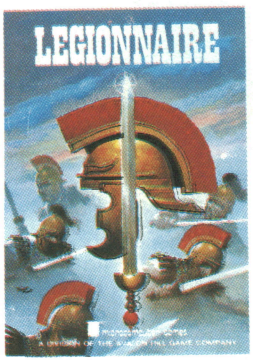


1 to 8 players. Playing time: 1 hour. (5)

- **Game No. 44601**—48K Cassette for Atari Home Computers and TRS-80 Mods. I/III/4.
- **Game No. 44653**—48K Diskette for Atari Home Computers.

Joystick
Atari only

NEW for C-64!



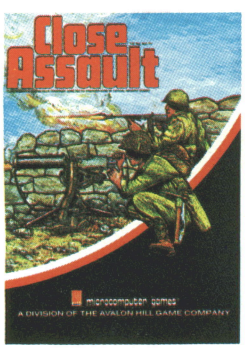
LEGIONNAIRE—Real-time simulation of tactical combat during the days of ancient Caesar. YOU as Caesar command up to ten legions against an army of barbarian infantry. The game provides cavalry, shock effects, fatigue, morale, and slope effects as the battlefield scrolls before you in full color and animation. **LEGIONNAIRE** presents the finest **graphics** and **playability** way **beyond the state of the art.**

Awards: *Wargame of the Year*— Video Games Player Magazine and *Most Innovative Program of 1982-83*—Consumer Electronics Showcase.

For 1 player. Playing time: 20 to 45 minutes. (6)

Joystick
Atari and Commodore 64

***Game No. 43501**—16K Cassette for Atari Home Computers.
Game No. 43502—64K Cassette for Commodore 64.
Game No. 43552—48K Diskette for Apple II Home Computers.
Game No. 43553—32K Diskette for Atari Home Computers.
***Game No. 43555**—64K Diskette for Commodore 64.



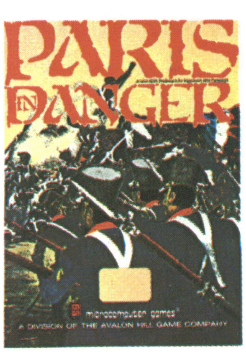
CLOSE ASSAULT—Advanced wargame of tactical infantry combat. Russian, German and American forces are represented in this WWII simulation, which blends the allure of computerization with tabletop gaming. **CLOSE ASSAULT** permits original scenario development or pre-programmed ones. Features include double hidden movement, solitaire or two player option and morale factors, and most unique, a game system that actually lets you control squad level units in lifelike situations.

"A well designed and challenging game."—Computer Gaming World.

"The level of play and sophistication of Close Assault makes it a first-rate entry into the wargame arena."—Softalk

1 to 2 players. Playing time: 1 to 2 hours. (8)

Game No. 42201—48K Cassette for TRS-80 Mods. I/III/4, Apple II Home Computers; 40K Cassette for Atari 4/800. (**Note:** Cassette will not work on Atari XL models.)
Game No. 42251—48K Diskette for TRS-80 Mods. I/III/4.
Game No. 42252—48K Diskette for Apple II Home Computers.
Game No. 42253—48K Diskette for Atari Home Computers.(**Note:** Atari XL Computers require translator disk.)

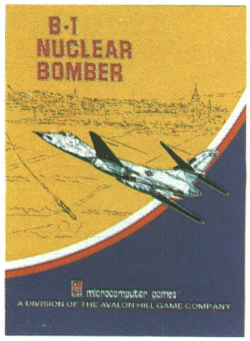


PARIS IN DANGER—A simulation of Napoleon's 1814 campaign in France, one of Napoleon's finest, against the invading Allied Armies (Austrian, Prussian and Russian). You can choose to take the role of Napoleon, Commander Schwarzenberg, or play both sides to re-create the actual campaign. **PARIS IN DANGER** is unique, in that it allows the players to compete on both the strategic and tactical levels. Comes with a full-color scrolling map of France and surrounding countries.

For 2 players. Playing time: 2 to 4 hours. (7)

Joystick

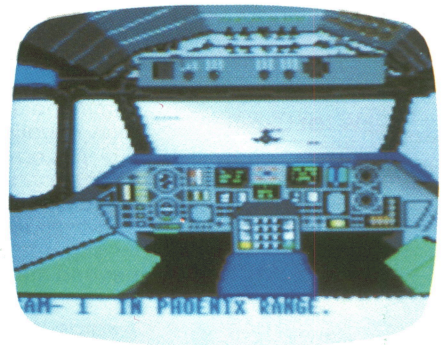
Game No. 44753—48K Diskette for Atari Home Computers.



B-1 NUCLEAR BOMBER—You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles.

For 1 player. Playing time: 15 to 30 minutes. (2)

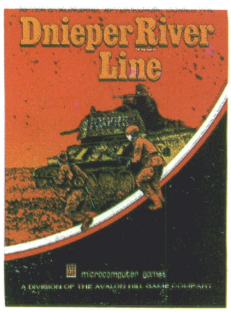
Game No. 40002—64K Cassette for Commodore 64; 32K Cassette for Atari Home Computers; 16K Cassette for VIC-20.
Game No. 40003—16K Cassette for TRS-80 Mods. I/III/4, TI99/4-A, Timex/Sinclair.
Game No. 40051—32K Diskette for TRS-80 Mods. I/III/4.
Game No. 40052—48K Diskette for Apple II.



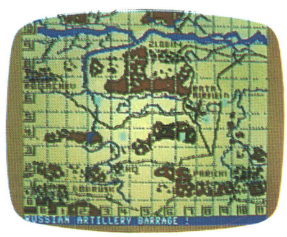
Commodore 64 version

Game No. 40053—48K Diskette for Atari Home Computers.
Game No. 40054—48K Diskette for IBM PC, PCjr.
Game No. 40055—64K Diskette for Commodore 64.
Game No. 40057—64K Diskette for Heath/Zenith Computers (H-90/Z-100).

NEW for C-64!



DNIEPER RIVER LINE—A fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. You, the German commander, must repel Russian efforts to breach the Dnieper River defensive positions. Soviet units, controlled by the computer, seek to overrun the thin German line and capture sufficient objectives to attain victory. **DNIEPER RIVER LINE** has four levels of difficulty and comes with counters and a mounted mapboard.

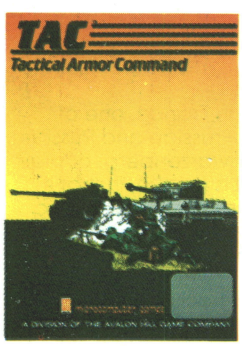


Commodore 64 version

For 1 player. Playing time: 1 hour. (6)

Game No. 41701—32K Cassette for TRS-80 Mods. I/III/4, Apple II Home Computers, CBM PET; 48K Cassette for Atari Home Computers.
Game No. 41751—32K Diskette for TRS-80 Mods. I/III/4.
Game No. 41752—48K Diskette for Apple II Home Computers.
Game No. 41753—48K Diskette for Atari Home Computers.
Game No. 41754—64K Diskette for IBM PC, PCjr.
*__Game No. 41755__—64K Diskette for Commodore 64.

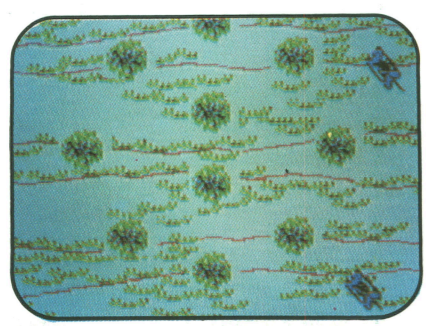
NEW for IBM PC, PCjr.



T.A.C.—An acronym for Tactical Armor Command. The Avalon Hill Game Company's Microcomputer Game of Armored Combat during World War II. You control individual tanks, anti-tank guns, and infantry squads. For one or two players featuring outstanding Hi-Resolution graphics, enhanced sound, and stimulating challenge. Five different scenarios are available from Meeting Engagement, Rear Guard, and Static Defense, to Breakout and Stalemate. The players control up to eight vehicles, guns and squads simultaneously, utilizing the equipment of either the German, British, Russian or American forces. A simulation for the most demanding wargamers.

"T.A.C. is a carefully researched and designed game of impressive sophistication."—Softalk

1 or 2 players. Playing time: 20 minutes to 1 hour. (9)

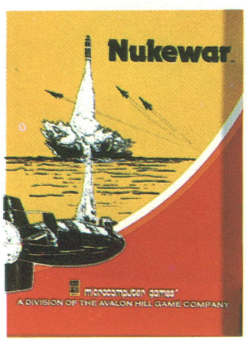


Game No. 46052—48K Diskette for Apple II Home Computers.
Game No. 46053—48K Diskette for Atari Home Computers.
*__Game No. 46054__—128K Diskette for IBM PC, PCjr.
Game No. 46055—64K Diskette for Commodore 64.

PANZERS EAST!—YOU command the Axis forces in this challenging strategic level simulation of the 1941 German invasion of Soviet Russia. Despite your overwhelming forces (at least at the start), time is not on your side; you have a mere 24 weeks with which to accomplish your predetermined goals. As commander in this solitaire struggle you must carefully juggle your forces . . . keeping enough at the front to maintain momentum, but enough in garrison duties to guard against partisan attacks.

1 player. Playing time: 2 hours. (5)

***Game No. 45401**—Cassette for Commodore 64, 48K TRS-80 Mods. I/III/4 and 32K for TRS Color Computer.
***Game No. 45455**—64K Diskette for Commodore 64.



NUKEWAR—Nuclear confrontation between two hypothetical countries. Defend your country by massive espionage efforts, or by building jet fighter bombers, missiles, submarines and anti-ballistic missiles. Your cold and calculating computer will choose its own strategy!

For 1 player. Playing time: 15 to 45 minutes. (3)

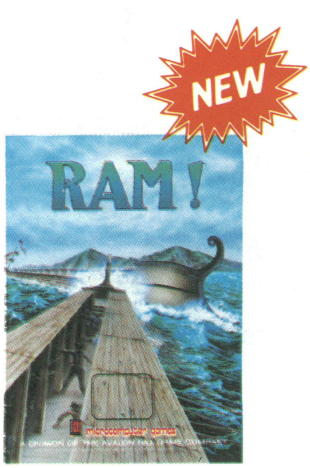
Game No. 40301—16K Cassette for TRS-80 Mods. I/III/4, Atari Home Computers, VIC-20; 64K Cassette for Commodore 64.
Game No. 40351—32K Diskette for TRS-80 Mods. I/III/4.
Game No. 40352—48K Diskette for Apple II Home Computers.

MIDWAY CAMPAIGN—Your computer controls a huge force of Japanese ships whose objective is to invade and capture Midway Island. In the actual engagement the Japanese made several tactical errors which cost them the battle. Your computer probably won't make the same mistakes! You command the badly out-numbered and outranged U.S. Naval Forces. Your only advantage is surprise.

"This gripping game creates tension, but leaves the player ready for more."
—PC Magazine

For 1 player. Playing time: 15 to 45 minutes. (4)

Game No. 40101—16K Cassette for TRS-80 Mods. I/III/4, Apple II Home Computers, CBM PET; 32K Cassette for Atari Home Computers.
Game No. 40102—32K Cassette for Atari Home Computers, TRS-80 Color; Cassette for Commodore 64; 16K Timex-Sinclair and VIC-20.
Game No. 40151—32K Diskette for TRS-80 Mods. I/III/4.
Game No. 40152—48K Diskette for Apple II Home Computers.
Game No. 40153—40K Diskette for Atari Home Computers.
Game No. 40154—48K Diskette for IBM PC, PCjr.

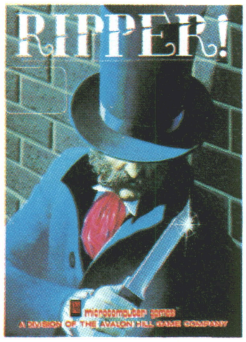


RAM!—The prowed galleys that moved like birds over the eastern Mediterranean Sea sail again in this solitaire game for the IBM PC. **RAM!** recreates the naval clashes of the Peloponnesian War in real-time action that never lets up! You command the Athenian ships as they fight Spartan and Corinthian galleys for control of the seas. The training scenario can be adjusted according to your skill, or play the four historical scenarios that determined the fate of democracy in Greece. There is also a campaign game linking the battles together, putting your mettle as a strategic commander to the supreme test.

For 1 player. Playing time: 50-60 minutes. (4)

***Game No. 47254**—128K Diskette for IBM PC, PCjr., color graphics board required.

FANTASY/ADVENTURE/SCIENCE FICTION



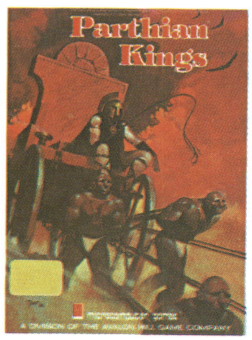
New Mystery Adventure . . .

RIPPER!—Jack the Ripper has returned! It is the early 1900s, and you have been assigned to the case. Some of the greatest minds of the Victorian era have been gathering at a manor in Hyde Park to assist you in solving the case . . . but you suspect that Bloody Jack may be one of them! Capture Jack in this suspense filled role-playing adventure game—before he finds you!

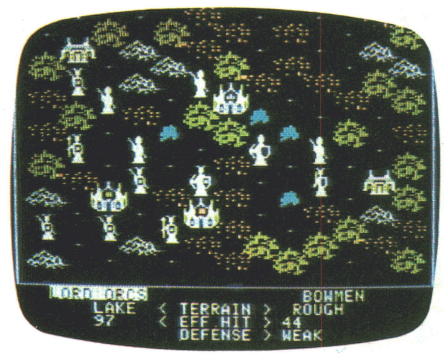
NEW

For 1 player. Playing time: varies.

* **Game No. 47355**—64K Diskette for Commodore 64.



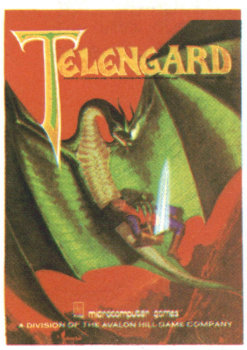
PARTHIAN KINGS—Feudal civil war is coming, and many nobles are declaring themselves king of Parthia. The whole situation is wide open for a brilliant commander, a great strategist, and a leader of men, for YOU!!! A 1 to 4 player game in which you create, buy and command your own army, and use a great wizard to do your bidding by casting terrible spells on your enemies. A brilliant world of pageantry and conquest awaits you with **PARTHIAN KINGS**.



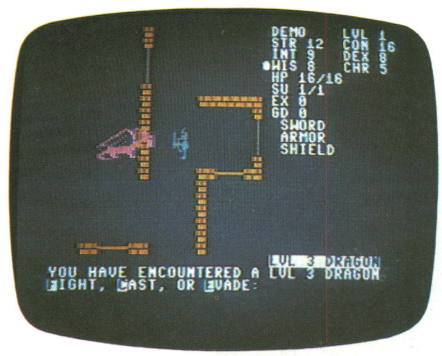
For 1 to 4 players. Playing time: varies. (8)

Game No. 45652—48K Diskette for Apple II Home Computers.
* **Game No. 45655**—64K Diskette for Commodore 64.

NEW for C-64!



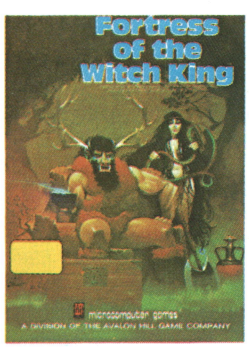
TELENGARD—Dungeon Adventure game. In the mysterious underworld of **TELENGARD** there are fifty levels of ever-more deadly mazes for mighty adventurers to explore. Various means of survival tactics are at the adventurer's disposal in this **real time fantasy and role-playing game.**



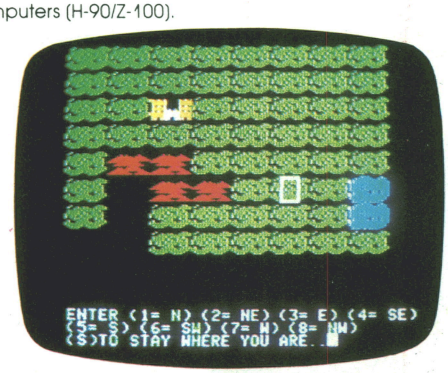
"One of the most powerful examples of the challenging diversions your computer can offer these days."—Playboy Magazine

For 1 player. Playing time: varies.

Game No. 42401—Cassette for Commodore 64; 48K Cassette for Atari Home Computers.
Game No. 42451—48K Diskette for TRS-80 Mods. I/III/4.
Game No. 42452—48K Diskette for Apple II Home Computers.
Game No. 42453—48K Diskette for Atari Home Computers.
* **Game No. 42454**—64K Diskette for IBM PC, PCjr.
Game No. 42455—64K Diskette for Commodore 64.
Game No. 42457—64K Diskette for Heath/Zenith Computers (H-90/Z-100).



FORTRESS OF THE WITCH KING—Enter the Fortress of the Witch King, realm of a dark and mysterious lord, whose slightest whim gives you great treasures or plunges you into deadly combat with the vicious hacker. Your quest is to find the arch ruler and slay him, thus gaining the orb, scepter and crown, and releasing the land from his thrall. But beware, there are conditions to be met and battles to be fought. Your small band of scouts and warriors will be in constant danger, for there are others who will not hesitate to raid and steal, seeking the same rewards. So if you are ready, come . . . the WITCH KING waits!



For 1 to 4 players. Playing time: 1 to 2 hours. (6)

"Fortress of the Witch King is mentally stimulating—and, more important, great fun to play"—Electronic Games Magazine

Game No. 46152—48K Diskette for Apple II Home Computers.
* **Game No. 46155**—64K Diskette for Commodore 64.

NEW for C-64!

G.F.S. SORCERESS—The first **science-fiction adventure game** of the continuing saga of Joe Justin and Selena Sakarov aboard the Galactic Federation Starship Sorceress. In the game the player takes the part of Joe Justin as he attempts to clear himself of a false charge of mutiny. Beautiful full-color manuals are included giving the player useful clues in an attempt to prove Joe Justin's innocence.

For 1 player. Playing time: varies. (7)

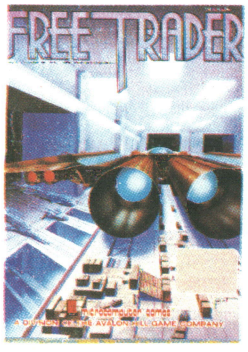
Game No. 42801—48K Cassette for TRS-80 Mods. I/III/4, Apple II Home Computers; 40K Cassette for Atari 800. (**Note:** Cassette will not load on Atari XL models.)
Game No. 42851—48K Diskette for TRS-80 Mods. I/III/4.
Game No. 42852—48K Diskette for Apple II Home Computers.
Game No. 42853—48K Diskette for Atari Home Computers. (**Note:** Atari XL models require translator disk.)

EMPIRE OF THE OVERMIND—Embark upon an heroic quest to a different plane of reality in this enchanting solitaire game. The Overmind, a tyrant that is part machine, part spirit of evil, cleverly overthrew the great king Alcazar, who escaped and planned revenge that has taken 1,000 years to fulfill. Now YOU must travel to the Empire of the Overmind and destroy the abomination. Includes deluxe copy of Rhyme of The Overmind.

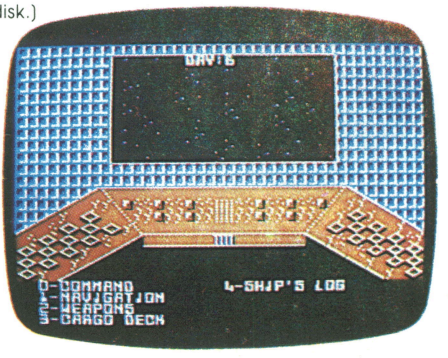
Awards: *Adventure Game of the Year*—Electronic Games Magazine–1981

For 1 player. Playing time: varies. (9)

Game No. 41101—48K Cassette for TRS-80 Mods. I/III/4, Apple II Home Computers; 40K Cassette for Atari 800. (**Note:** Cassette will not load on Atari XL models.)
Game No. 41151—48K Diskette for TRS-80 Mods. I/III/4.
Game No. 41152—48K Diskette for Apple II Home Computers.
Game No. 41153—40K Diskette for Atari Home Computers.
(**Note:** Atari XL models require translator disk.)



FREE TRADER is a simulation of free-lance commerce in the far, far future. You will have to make decisions on which commodities to buy, scout for markets for your wares, and keep your ship supplied with fuel and weapons. Mistakes will cost you, and don't let your guard down, for the raiders from the dreaded Thoth Empire are always out for blood!



For 1 player. Playing time: 1 hour. (3)
Joystick required

Game No. 44492—48K two-sided Diskette for Apple II and Atari Home Computers.

ANDROMEDA CONQUEST—Vast scale **space strategy game** of galactic colonizing and conquest. A game in which one to four players compete to form galactic empires throughout the star systems. Each star system has unique attributes such as strange life forms and alien technologies that make interstellar exploration and battle unpredictable and exciting!

For 1 to 4 players. Playing time: 2 to 4 hours. (5)

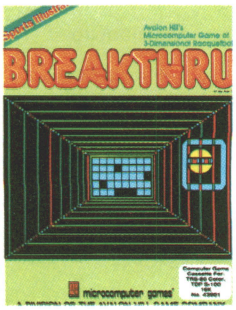
Game No. 42002—16K Cassette for TRS-80 Mods. I/III/4, Commodore 64; 32K Cassette for Atari Home Computers.
Game No. 42051—32K Diskette for TRS-80 Mods. I/III/4.
Game No. 42052—48K Diskette for Apple II Home Computers.
Game No. 42053—40K Diskette for Atari Home Computers.
Game No. 42054—48K Diskette for IBM PC, PCjr.

GALAXY—Players send their galactic fleets out to explore and conquer the universe, solar system by solar system. The planets discovered may be barren worlds or they may possess immense industrial capacity and defensive ships to resist colonization. **GALAXY** comes with sound effects (for computers with sound capability) and allows from 1 to 20 players to compete against each other or the computer.

For 1 to 20 players. Playing time: 2 hours and up. (4)

Game No. 41901—16K Cassette for TRS-80 Mods. I/III/4, Apple II Home Computers, CBM PET, Atari Home Computers.
Game No. 41902—16K Cassette for TRS-80 Mods. I/III/4, Atari Home Computers, TI99/4A—(Advanced Basic required); 64K Cassette for Commodore 64.
Game No. 41991—32K Diskette for TRS-80 Mods. I/III/4; 48K Diskette for Apple II Home Computers.
Game No. 41992—48K Diskette for Apple II Home Computers; 24K Diskette for Atari Home Computers.
Game No. 41954—48K Diskette for IBM PC, PCjr.

Sports Illustrated®

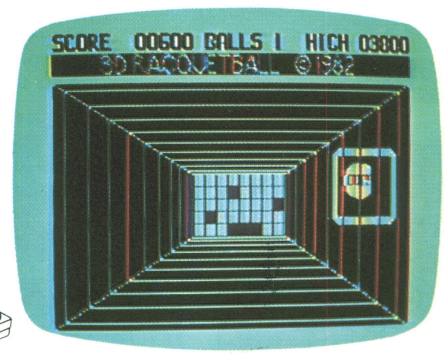


BREAKTHRU (in 3-D)—Fast-action, three-dimensional, high-resolution, machine language, arcade game. But **BREAKTHRU** is more than a mere game, it's like racquetball will be played someday in space! Realistic graphics and sound provide an exciting simulation of motion and perspective. The object is to knock out consecutive walls at the opposite end of the (racquetball) court using a joystick paddle to strike or deflect the lively ball. **BREAKTHRU** is as much fun to watch as it is to play.

"This is truly a good game."—The Color Computer Magazine

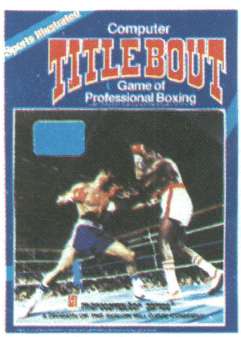
For 1 player. Playing time: 15 minutes.

Joystick



Game No. 43901—16K Cassette for TRS-80 Color.
* **Game No. 43902**—64K Cassette for Commodore 64.
* **Game No. 43955**—64K Diskette for Commodore 64.

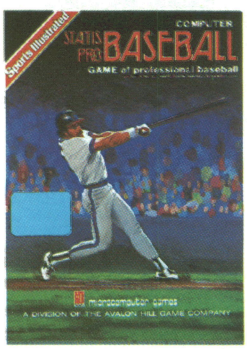
New for C64!



COMPUTER TITLE BOUT—The Avalon Hill Game Company's Sports Illustrated game of professional boxing is now available for your Atari home computer! This game allows you to re-create or create all the great match-ups of past, present & future, from the hard-hitting heavyweights to the feisty featherweights. There are over 500 boxers programmed onto both sides of the game disk, each one individually rated for such crucial factors as PUNCHING ACCURACY, DEFENSE, ENDURANCE, KILLER INSTINCT, POWER, and the ABILITY TO TAKE A PUNCH. **COMPUTER TITLE BOUT** is a statistical buff's dream allowing you to match real boxers against one another or program your own.

For 1 or 2 players. Playing time: varies.

Game No. 44253—48K Diskette for Atari Home Computers.

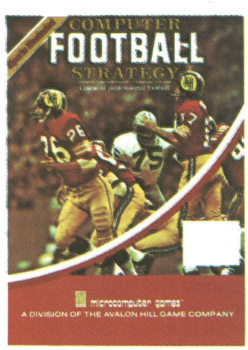


COMPUTER STATIS PRO BASEBALL—Re-create an entire baseball season, with real life player statistics. The Avalon Hill Game Company has analyzed full season statistics for each player, converting it to computer memory so each performs in your game just as he does in reality. YOUR ability at managing could make an also-ran become a pennant winner.

For 1 or 2 players. Playing time: 15 minutes to 1 hour.

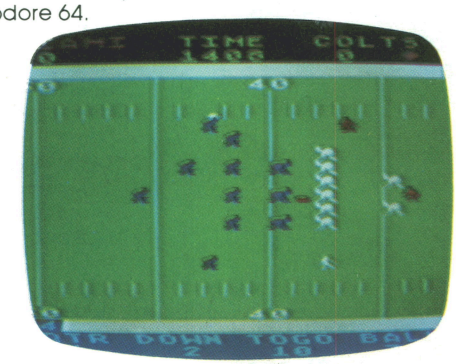
NEW for C-64!

Game No. 40801—16K Cassette for TRS-80 Mods. I/III/4.
Game No. 40852—48K Diskette for Apple II Home Computers.
* **Game No. 40855**—64K Diskette for Commodore 64.



COMPUTER FOOTBALL STRATEGY—An armchair quarterback's dream, for those who know they could have been a hall of famer if they just had the chance. You have numerous offensive and defensive formations to choose from, as a detailed time clock ticks away. This is the computerized version of The Avalon Hill Game Company's classic boardgame of pro football.

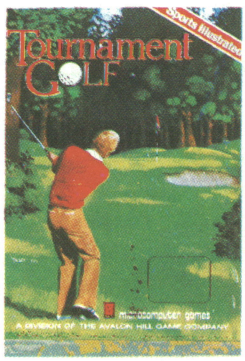
For 1 to 2 players. Playing time: 30 minutes.



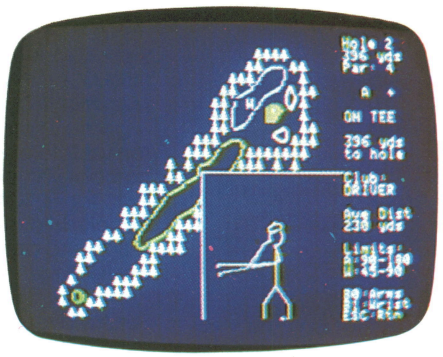
Atari version

Game No. 41501—64K Cassette for Commodore 64; 32K Cassette for Atari Home Computers.
Game No. 41551—32K Diskette for TRS-80 Mods. I/III/4.
Game No. 41553—32K Diskette for Atari Home Computers.
Game No. 41554—64K Diskette for IBM PC, PCjr.
Game No. 41555—64K Diskette for Commodore 64.
Game No. 41557—64K Diskette for Heath/Zenith Computers (H-90/Z-100).

Joystick
Atari only



TOURNAMENT GOLF—All the tension, challenge and strategy of a real day out on the links can be enjoyed right in your own home with **TOURNAMENT GOLF**. Hooks, muffs, slices, traps, water hazards and rough . . . it's all here and more! Sensational hi-resolution graphics allow 1 to 4 players to compete on one of two championship courses. There's even a driving range and putting green to allow you to warm up on those chilly mornings before you tee off. A scorecard is displayed after every hole to assure everybody stays honest.



1984 Consumer Electronics Showcase Award winner for Outstanding Design.

1 to 4 players. Playing time: varies.

Joystick

Game No. 46552—48K Diskette for Apple II Home Computers.
* **Game No. 46555**—64K Diskette for Commodore 64.

New for C64!

Pebble Beach and **The Masters** course disks available separately.

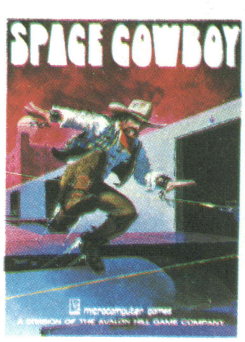
ARCADE

LONDON BLITZ—The highly-acclaimed Video Game from The Avalon Hill Game Company is now available in an expanded format for the Commodore 64! Enter the perilous world of bomb disposal. During WWII, German bombers turned daily existence in London into a nightmare. Hoping to undermine the strong spirit of the British, every night the Germans dropped bombs on the citizens of London. DUTY CALLS: You're drafted. You are now a Lance Corporal in the Royal Engineers. Can you protect your sector of London from the UXBs (Unexploded Bombs) and live to tell your grandchildren about it? Bombs are falling fast, and your only hope to get out of this nasty business honorably is to get promoted to Captain. Get Busy! Be Careful! And God Save the King!

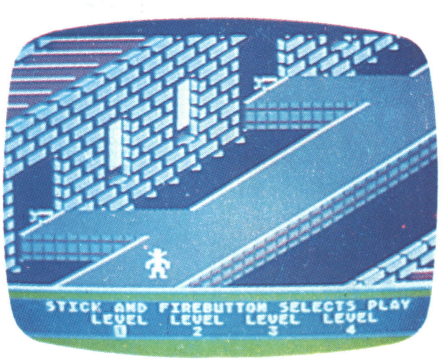
For 1 player. Playing time: up to 3 hours (4)

Joystick

* **Game No. 47001**—64K Cassette for Commodore 64.
* **Game No. 47055**—64K Diskette for Commodore 64.



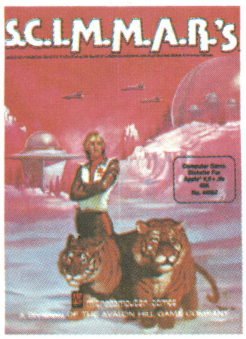
SPACE COWBOY—is a fast-paced arcade game. Escaping from prison was easy compared to the run on the gauntlet (elevated platform), lined with robot lasers and pitfalls. The sole path to freedom requires the player to run the 16 sections of a narrow platformed walkway. On the screen is displayed stamina, speed, and sections of the gauntlet remaining to pass through.



For 1 player. Playing time: varies

Joystick

Game No. 46453—48K Diskette for Atari Home Computers. (**Note:** Translator disk may be required on Atari XL models.)

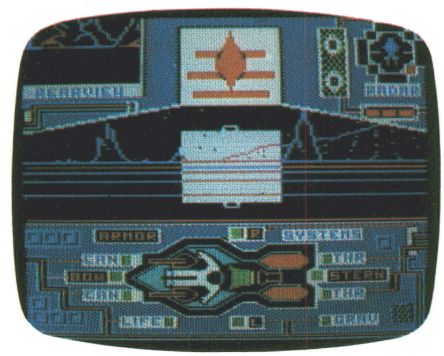


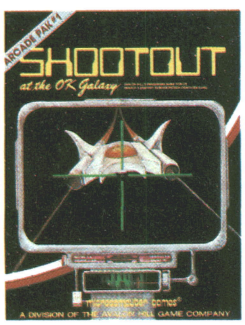
S.C.I.M.M.A.R.'S
SURFACE CONTRA-GRAVITY INDIVIDUAL MANNED MOBILE ANTI-VEHICLE RAIDERS . . . A game of gladiatorial armor combat in the far future. Heroes drive personal combat vehicles, more akin to modern jets than tanks, with immense speed and acceleration. It is combat of maneuver, reflex and quick thought, where only the best survive.

For 1 player. Playing time: 15 to 30 minutes.

Joystick

Game No. 44552—48K Diskette for Apple II Home Computers.





SHOOTOUT—30 ALIEN WARSHIPS HAVE ENTERED YOUR PATROL ZONE. OK, shields up?, energy level . . . check, azimuth set?, yup. It's the preparations YOU will make when playing The Avalon Hill Game Company's arcade strategy game **SHOOTOUT AT THE OK GALAXY. SHOOTOUT** combines arcade excitement with just the right touch of strategy.

For 1 player. Playing time: 15 to 30 minutes.

Joystick

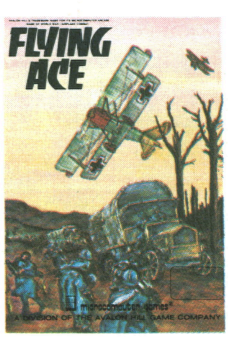
Game No. 41001—16K Cassette for TRS-80 Mods. I/III/4, Atari Home Computers, TRS-80 Color; 32K Cassette for Apple II Home Computers; 8K Cassette for CBM PET.
Game No. 41002—16K Cassette for Atari Home Computers; 8K Cassette for VIC-20.
Game No. 41003—Cassette for Commodore 64; 16K Cassette for Atari Home Computers, TRS-80 Color; 8K for VIC-20.
Game No. 41052—48K Diskette for Apple II Home Computers.
Game No. 41053—32K Diskette for Atari Home Computers.

MOON PATROL—Arcade Pak game of lunar invasion. **MOON PATROL** beats any quarter-gobbling game around and can be enjoyed in the privacy of your own home. There are four levels of increasing difficulty, each presenting new lunar attackers to battle. **MOON PATROL** is **fast, furious,** and most of all, **fun.**

For 1 or 2 players. Playing time: 15 minutes.

Joystick

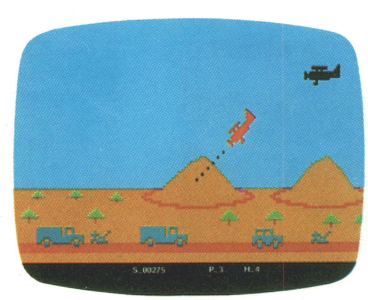
Game No. 44001—16K Cassette for Atari Home Computers.
Game No. 44002—Cassette for Commodore 64; 16K Cassette for Atari Home Computers.



FLYING ACE—You play the part of a World War One bi-plane pilot. Your mission . . . attack and destroy the enemy trucks carrying ammunition to the front lines. You control your plane much like an actual aircraft. Loop to loops, climbs, and dives are all essential maneuvers you must master as squadrons of enemy planes will continually "dogtail" as you become airborne.

For 1 to 2 players. Playing time: 20 minutes.

Game No. 45301—16K Cassette for Atari Home Computers.
Game No. 45302—Cassette for Commodore 64; 16K Cassette for Atari Home Computers.
Game No. 45353—32K Diskette for Atari Home Computers.



Joystick

(**Note:** Cassette versions of **SHOOTOUT**, **MOON PATROL**, and **FLYING ACE** will not load on Atari XL models.)

NEW for C-64!

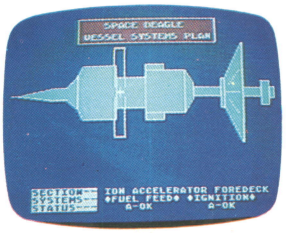
JUPITER MISSION 1999

"The best adventure game I have seen in a long time"—Computer Gaming World

Jupiter Mission 1999
Scott Lamb's Interactive Space Fantasy Adventure
microcomputer games
A DIVISION OF THE AVALON HILL GAME COMPANY

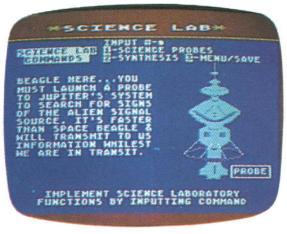
Kidnapped in the middle of the night to end up on a Jupiter-bound spaceship is just the beginning of this action packed role-playing space game. On board the Space Beagle, your mission is to investigate the source and meaning of alien radio signals being beamed to Earth. When the Space Beagle's automatic computer system is damaged in an asteroid belt, you have to do everything manually: navigation; launching probes; even examining alien artifacts. Can you succeed? Earth is depending on you.

A Four (4!) Disk Interactive Space Fantasy Adventure.

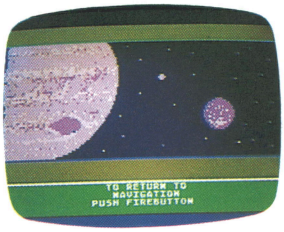


Ship Status Display: Damage report

Navigation Display: Used to plot course


SCIENCE LAB
INPUT #=
1-SCIENCE PROBES
2-SYNTHESIS 3-MENU/SAVE
BEAGLE HERE...YOU MUST LAUNCH A PROBE TO JUPITER'S SYSTEM TO SEARCH FOR SIGNS OF THE ALIEN SIGNAL SOURCE. IT'S FASTER THAN SPACE BEAGLE & WILL TRANSMIT TO US INFORMATION WHILEST WE ARE IN TRANSIT.
PROBE
IMPLEMENT SCIENCE LABORATORY FUNCTIONS BY INPUTTING COMMAND

Science Lab Display: Probe report



Porthole View of Jupiter and a moon

Joystick

Game No. 46353—48K Diskette for Atari Home Computers.
***Game No. 46355**—64K Diskette for Commodore 64, available early '85.

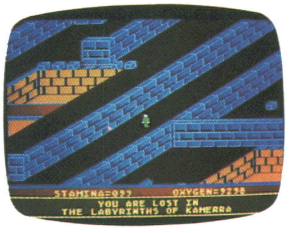
TWO INTERACTIVE SPACE FANTASY ADVENTURES

NEW

THE QUEST OF THE SPACE BEAGLE

The adventure continues! In this sequel to **JUPITER MISSION 1999** you are thrown into the depths of the universe by an alien artifact. You befriend a peaceful alien race and they need your help. It's an invasion of the evil Gentuzians. You must lead the fight and deal with the rigors of conquering or being conquered. Then you have to find your way home! **JUPITER MISSION 1999** is recommended, but not necessary to play and enjoy **THE QUEST OF THE SPACE BEAGLE.**

An Interactive Two (2!) Disk Space Adventure.

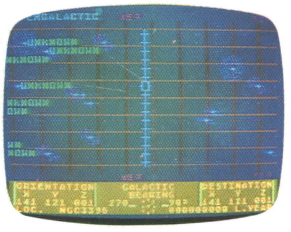


The Labyrinths of Kamerra

Hyperwarp Temporal Imbalance Sensor Grid

Joystick

Space Battle Display

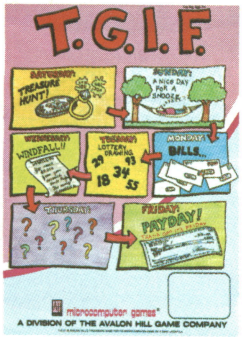


Galactic Starmap Display

***Game No. 47453**—48K Diskette for Atari Home Computers.

(**Note:** Certain Atari XL models may require the translator diskette.)

LEISURE TIME AND GENERAL SIMULATIONS

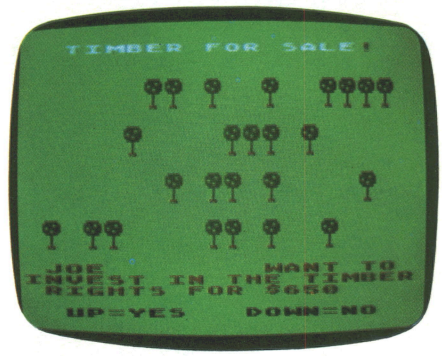


T.G.I.F. (Thank Goodness It's Friday!)—Welcome to **T.G.I.F.**, a fun party game (1 to 4 players) re-creating a typical week in the lives of the working class. MONDAY comes hard with bills due. TUESDAY is lottery day; buy 3 tickets, if you feel lucky. WEDNESDAY may bring you windfall profits. THURSDAY is investment day, tempting you with boats, timber rights, and land; do you dare take the chance? FRIDAY comes, **T.G.I.F.**, and that means PAYDAY. SATURDAY brings a treasure hunt worth digging for. SUNDAY is the day of rest, but is that what happens?

For 1 to 4 players. Playing time: 1 hour.

Joystick

***Game No. 45701**—64K Cassette for Commodore 64; 40K Cassette for Atari Home Computers.



Atari version

Game No. 45753—40K Diskette for Atari Home Computers.
Game No. 45755—64K Diskette for Commodore 64.

Coming Soon . . .

COMBAT CHESS—A beautifully graphic strategy wargame with ten different map screens available. In this one or two player game, you attempt to out-maneuver and out-battle your opponent (or the computer) in classic wargame fashion.

1 or 2 players. Playing time: 30-60 minutes.

Game No. 45193—48K Two-sided Diskette for Atari Home Computers and Commodore 64. (4)

INCUNABULA The dawn of CIVILIZATION! A game of the rise and fall of kingdoms and tribes. Players begin during the age of the dawn of man and attempt to further their civilization's knowledge and sophistication through trading as well as conquest.

1 to 4 players. Playing time: varies. (5)

Game No. 47554—128K Diskette for IBM PC, PCjr., color graphics board required.

PRO MANAGER—***Be a Major League Manager.*** A statistical replay simulation based on our "favorite national pastime." YOU recreate the most recent past season or design your own great teams from the past.

1 or 2 players. Playing time: varies. (4)

Game No. 47754—128K Diskette for IBM PC, PCjr.

COMPUTER TRIVIA—A game that tests your knowledge on a variety of subjects: History, Culture, Movies, Science, Sports and TV/Radio. At least 6 other friends can enjoy the fun, and excitement reaches a climax if you can get to the play-off round. GOOD LUCK! Includes The Avalon Hill Game Company's board game!

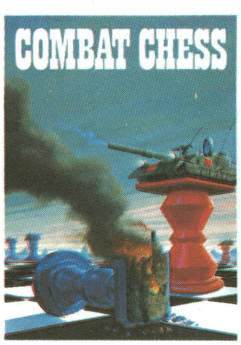
1 to 7 players. Playing time: varies.

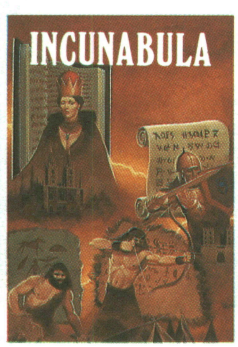
Game No. 48554—128K Diskette for IBM PC, PCjr.

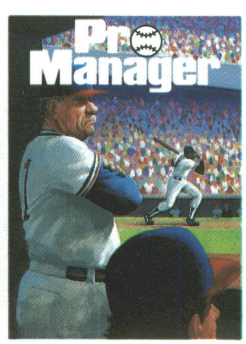
COMPUTER CLASS STRUGGLE—A game of competition and alliance. Players start as part of the major (Workers or Capitalists) or minor (Farmers, Students, Businessmen or Professionals) classes. The goal is to be the party in power when the game ends. Includes the Avalon Hill Game Company's board game.

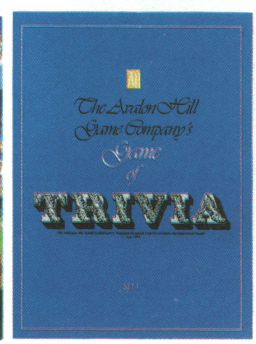
1 to 6 players. Playing time: varies.

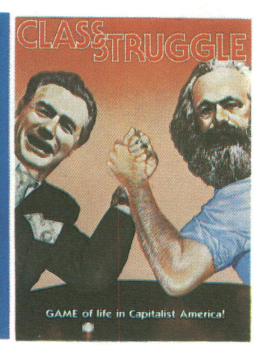
Game No. 47952—48K Diskette for Apple II Home Computers.

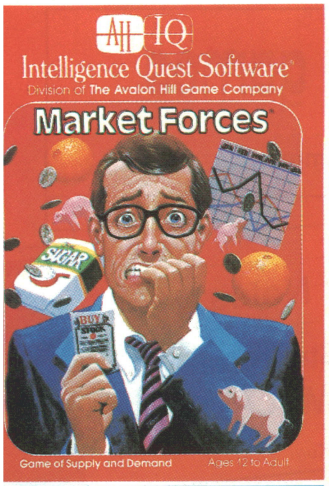


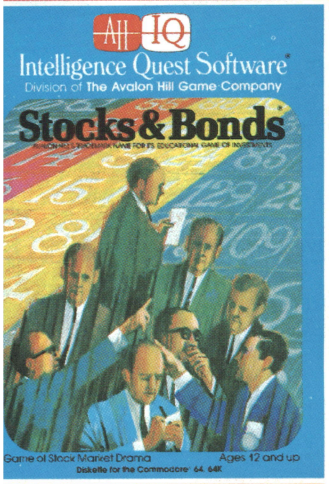









Intelligence Quest Software
Division of The Avalon Hill Game Company
Market Forces
Game of Supply and Demand
Ages 12 to Adult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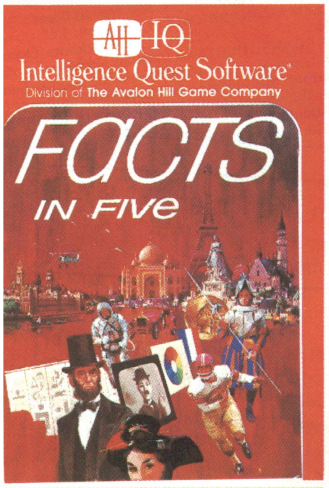
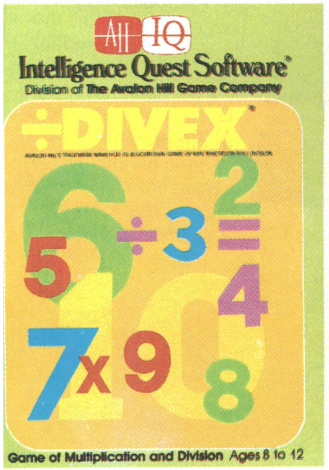
Stocks & Bonds
Game of Stock Market Drama
Ages 12 and up
Diskette for the Commodore 64, 64K

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DIVEX
Game of Multiplication and Division Ages 8 to 12

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MARKET FORCES: The law of supply and demand reigns supreme in this game that shows exactly how fortunes are made and lost. The object is to know when to buy and sell the six commodities in competition with other players and your computer. An exciting, fast moving, educational game. Portrays what real-world economics is all about. Ages 12 to adult.
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COMPUTER FACTS IN FIVE: A game of knowledge, where the player(s) select subjects and categories. Teachers, parents or students can choose subjects such as mathematics and spelling, with unique options for controlling game difficulty. An unlimited tool for testing any player's comprehension of man's total knowledge. Truly a game for all ages . . . especially trivia buffs!
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DIVEX: A challenge to the child's ability to handle basic multiplication and division. The child is required to use mathematical skills to protect an area from incorrect answers, in the form of rocket ships, that try to land from above. Each game contains 3 levels of multiplication and division. In division levels, the player attempts to destroy numbers not divisible and let those that are land safely. In multiplication levels, the player attacks numbers, not the product of the multiplier, while allowing correct answers to land safely. In all cases, when he or she destroys a correct answer by mistake, the computer will sound out and flash the correct answer on the screen. Allows a child (ages 8 to 12) to learn and enjoy at the same time.
Commodore 64® and Atari® (32K) cassette; two sided diskette for Commodore 64® and Atari® home computers.

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A publication of
The Avalon Hill Game Company

Summer 1984

Designer's Notes

Under Southern Skies

by
Owen P. Hall, Jr.

On 17 December 1939, the captain of the *Admiral G*
crew to scuttle the pocket battleship off the Sout
Montevideo. Four days before, shells from several Britis
her, forcing her to take shelter in the neutral Uruguay
Spee was not allowed to stay to effect repairs, and ra
fight the reinforced British fleet, she was instead sunk
Under Southern Skies recreates the historical situ
faced prior to that battle. The game can be played
player commanding the German forces), or with two
choice between playing the strategic game on a ma
South Atlantic, or the tactical naval battle betwee
British ships

Designer Notes

Successful Strategies in S.C.I.M.M.A.R.'S

by David Kuijt

Letters to the Editor

Dear Editor:
I have some questions on *Telengard*.
The first question is: Are the levels the same or are they different? *The answer is that all levels are different.*
The second question is: Is the maze on each level 200 x 200? *The answer is*

Designer's Notes

Tournament Golf

by Ken Coates

TOURNAMENT GOLF is a computer game written in GraForth for the Apple II, which realistically simulates professional golf. It requires skill, strategy, and timing just like the real thing.
I formulated the basic ideas for the game about 4 years ago. It started out as a lo-res graphics game written in Applesoft BASIC. The game was about half completed when I found out that a couple of similar
market. At that point I lost interest in completing
disgusted with BASIC in general (the original ga
Upon discovering the FORTH language
1981 my interest

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Strategies in PARTHIAN KINGS

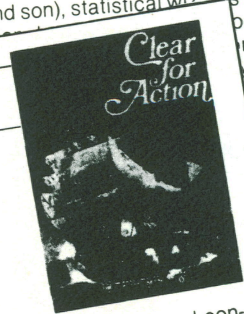
by David Kuijt

PARTHIAN KINGS is a game with fantastic repla possible to have up to four players, but the computer players if you cannot find enough friends. Since eac the strength, a army from the ground up, etc. for each of his five di you play. Only you decide army units you will start population, and what re orders to your many uni you decide how best to may create as mar struggle be

What's Hot and Coming Down the Pipeline . . .

(a totally unslanted unbiased view from yet another editor of Microcomputer Games)

Ah, April . . . robins chirping, sunshine, barefeet, and BASEBALL. **Computer Statis Pro Baseball** has been completely revamped thanks to the dedication of John and Ken Russo (father and son), statistical wizards who also happen to be keen enthusiasts of our national pastime. Computer games and baseball



Designer's Notes

Clear for Action

by
Mike Stradley

and early 19th century naval con- project out of a

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